

# SHOEBOX ARCHAEOLOGY DIG

## 5 civilizations

| HUNTING  | FISHING  | RAIDING  | FARMING  | TRADING   |
|--|--|--|--|---|
| arrowheads/spearheads<br>hide bits that did not biodegrade completely<br>animal bones (perhaps in a midden)<br>fire pit (rocks in a circle)<br>sharpened sticks (as petrified wood)<br>sharp rock<br>parts from moveable shelter | fishhooks (made from bone, stone, or wood)<br>weights<br>fiber from net (what did not biodegrade)<br>parts from boat<br>fish bones/shells<br>sharp rock<br>basket/pot<br>salt or sand<br><br>*must be near water | weapons (stone daggers, axes, clubs, spears)<br>leather armor (pieces that did not fully biodegrade)<br>shield (petrified wood, leather pieces)<br>human bones (due to injuries or retaliation)<br>pieces of boats/carts<br><br>**will have items taken from other civilizations | farm tools (shovel, hoe, rock for cutting crops)<br>seeds (in a pot to slow biodegrading)<br>open space with few artifacts (was once a field)<br>pots for storage<br>irrigation system<br>grinding stone<br>fire pit (rocks in a circle) | currency (shells, beads, smooth rock)<br>jewelry<br>art (sculpture, drawing)<br>pieces of boats/carts<br>pots, baskets, urns (transporting goods)<br>spices<br>written records<br><br>**will have items bought from other civilizations |

Remember, you are creating an archaeology site for an ancient civilization.  
 Think about what would remain **long** after the civilization has died out!